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NINJA OF THE "Nth" DIMENSION



INSTRUCTION MANUAL



P R E S E N T S

# ZOOL

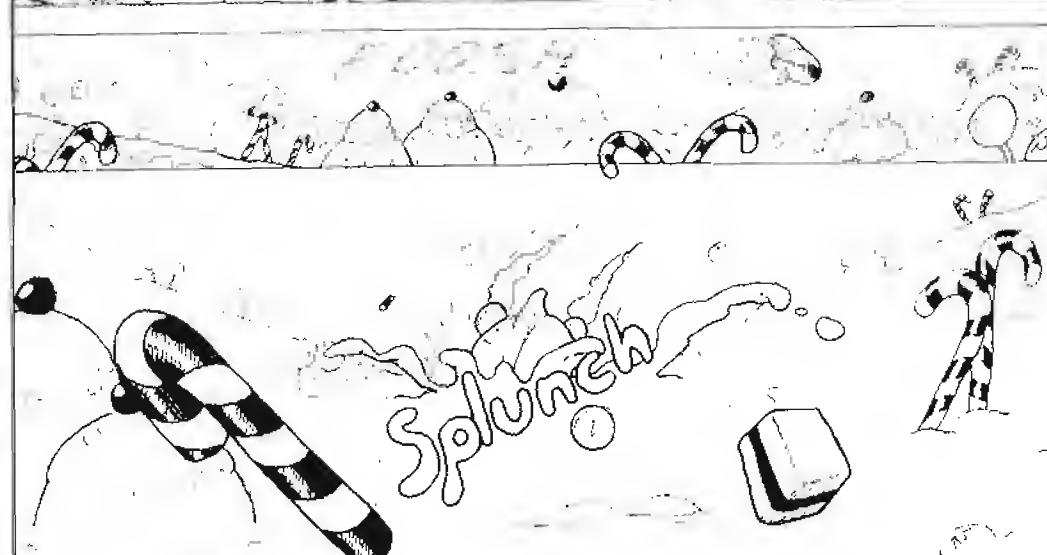
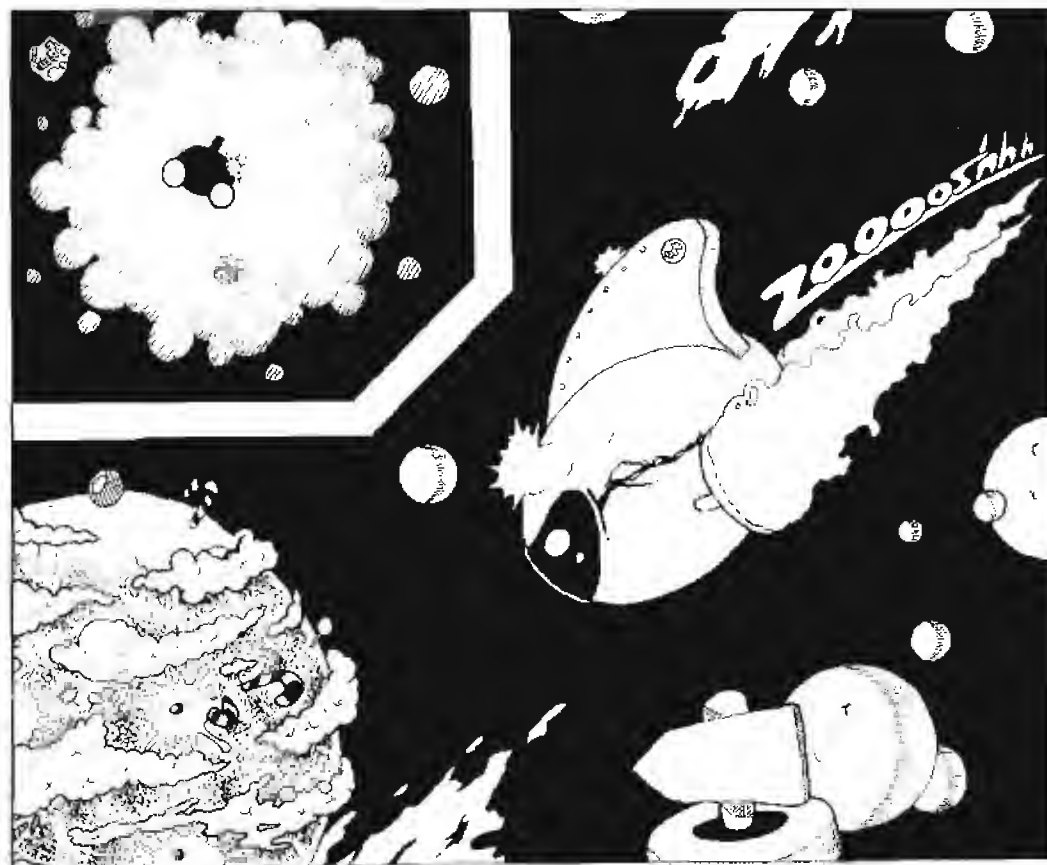
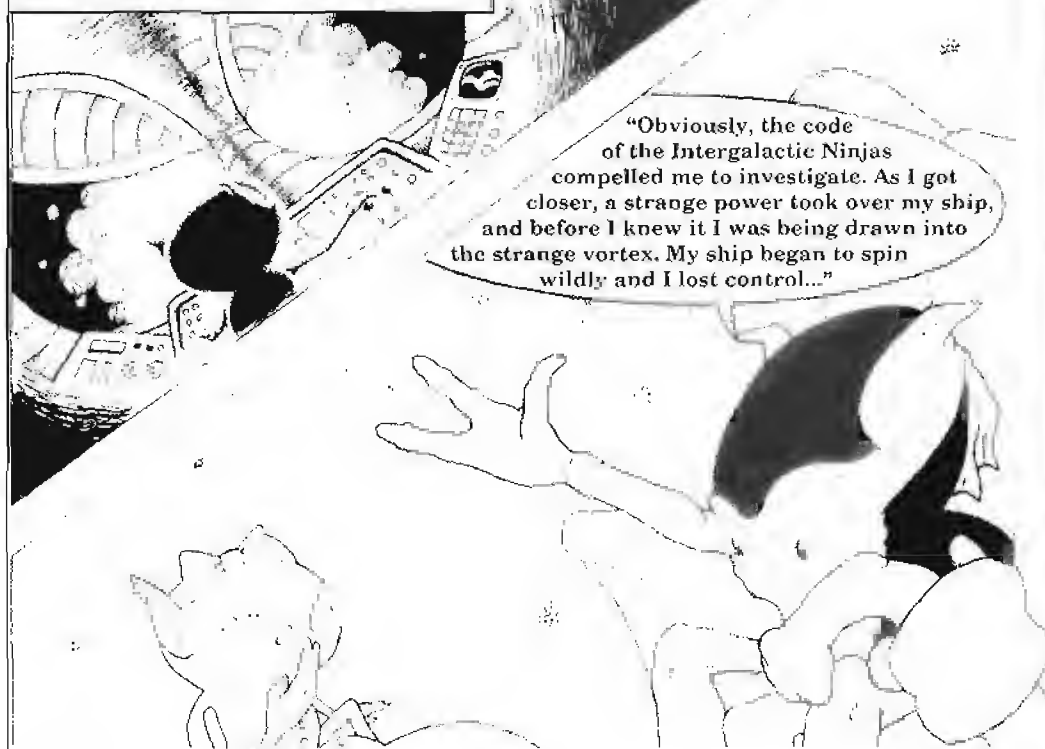
## THE NINJA FROM THE NTH DIMENSION

Code by George Allan  
Graphics by Ade Carliss  
Music by Patrick Phelan

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"When I noticed a strange wobbling phenomena. I decided to investigate."



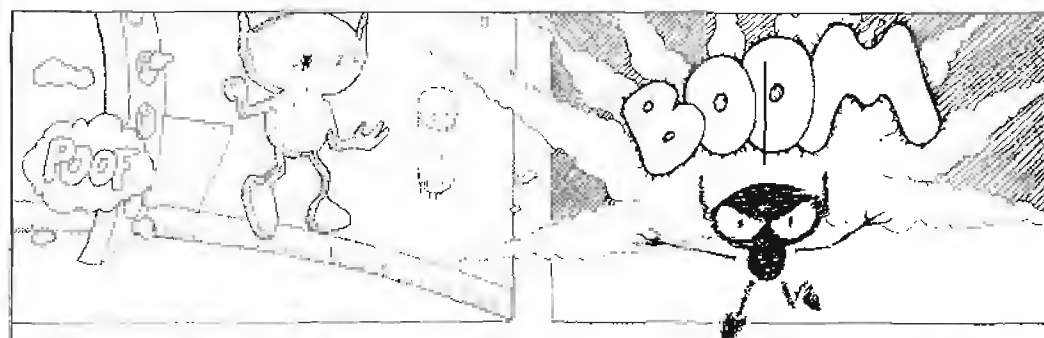
"The next thing I remember is coming round in this strange land made up entirely of sweets."



"I tapped my computer to see if it could tell me where I was..."



"Not too sure about this one. We appear to be in a land undocumented on any maps. I would estimate that...brp...woob...ststsd...ZOO! YOU HAVE BEEN BROUGHT TO THIS LAND AS A CHALLENGE. BEFORE YOU CAN BE RETURNED TO YOUR OWN LAND, YOU MUST FACE SIX CHALLENGES IN SIX WORLDS. IN EACH YOU MUST FACE MANY ENEMIES AND HAZARDS. YOU MUST ALSO COLLECT AS MANY INANIMATE OBJECTS AS YOU CAN FIND. ONLY WHEN YOU HAVE COLLECTED AS MANY OBJECTS AS REQUIRED CAN YOU LEAVE EACH WORLD. EACH IS MORE DIFFICULT THAN THE LAST, AND IF YOU FAIL TO COMPLETE ANY, THEN YOU WILL NEVER BE RETURNED TO THE NTH DIMENSION. NOT ONLY THIS, BUT THERE IS A LIMITED TIME FOR EACH WORLD. PROVE YOURSELF ZOO! PROVE YOURSELF WORTHY OF THE TITLE 'INTERGALACTIC NINJA'. MESSAGE ENDS. ...brp stiffh!...I would estimate that we are in an undiscovered land. . Oh, by the way, the ship is heavily damaged, and will explode in... seven seconds. Shutting down."



"I was stuck six worlds away from home, with six giant tasks ahead of me. There was nothing else to do except get on with it."



"So, that's the start of my story."



"To be continued...."

## LOADING INSTRUCTIONS

### Commodore Amiga

1. Insert your Zool game disk into the default disk drive.
2. Plug your joystick into port number 2.
3. Turn on your computer and monitor. The game will now load automatically.

### Atari ST

1. Insert your Zool game disk into the default disk drive.
2. Plug your joystick into port number 1.
3. Turn on your computer and monitor. The game will now load automatically.

## ZOOL:NINJA FROM THE NTH DIMENSION

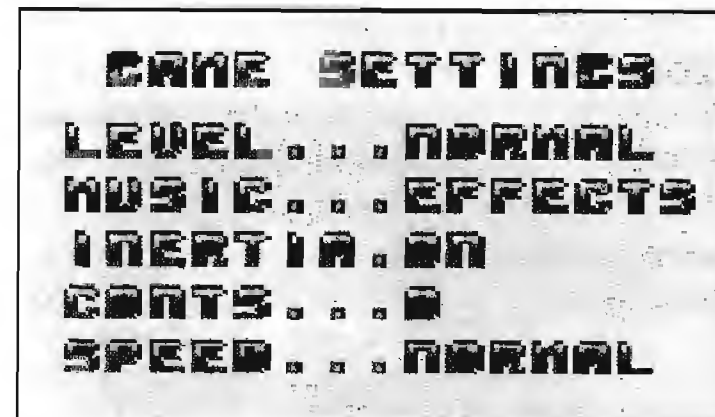
In Zool you play the interstellar cosmos dweller from the Nth dimension. You must guide Zool through thousands of screens of surreal and bizarre action in a bid to bring the intergalactic Ninja back home to the Nth Dimension. You must take Zool to the limits of the universe-to the outer limits of the known universe, through quite a bit of the unknown universe, and beyond the fairly well known but I wouldn't want to walk through it at night on my own universe. Before reaching home, Zool has to successfully work through all manner of bizarre situations, worlds and enemies. The only way to do this is by exploring each world until the exit is found, and progressing onto the next one. It sounds fairly straightforward, sure, but when you add in the enemies, strange features and surreal events, this is one journey that's going to be, well... weird.

### PROTECTION

When you first load Zool, an instruction will appear on screen requesting that you enter either a number or letter from the code wheel which you will find in your Zool package. An image will appear on screen, which should be recreated using the code wheel by turning the inners section to match the image, and then you should enter the number from the window indicated on the screen. Once you have successfully bypassed the copy protection, the Zool Screen will appear. Press fire to begin the game, or the space bar to go to the Main Options Screen.

## THE MAIN OPTIONS SCREEN

The Main Options Screen will look something like this:



To highlight a particular option, simply move the joystick up and down. To alter an option, move the joystick left and right at the highlighted option. To leave the Options Screen, press the fire button.

The options will affect the game in the following way:

**Level:** The level of difficulty you select will change the number of bonuses you will need to collect in order to leave a level and progress to the next. On Easy you will need 25%, on Medium 50%, and 75% on the Difficult level. The level of difficulty will also affect how much time you will have to complete a level.

**Music:** This option allows you to select either sound effects, or the tune which will accompany your Zooling, with everything from funk to rock on offer.

**Inertia:** Does Zool grind to a halt faster than a fly hitting a windscreen, or does he gradually slow down before grinding to a halt? It's up to you.

**Conts:** How many 'Continue Game' options are given when you lose your last life. The maximum is five.



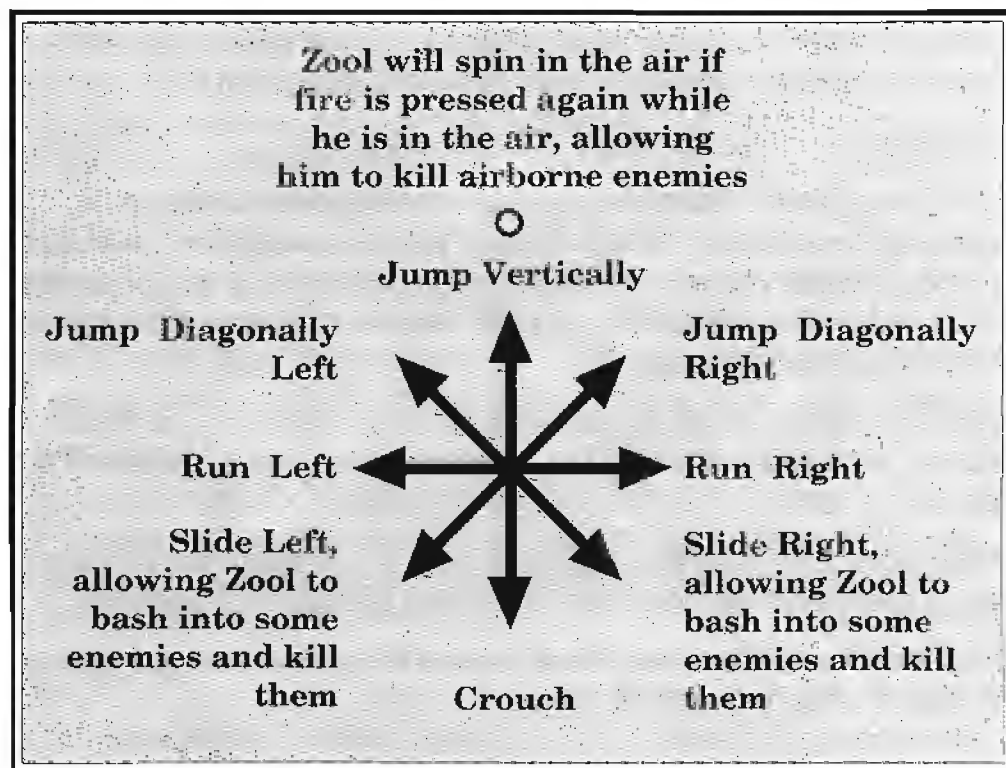
**Speed:** Offering a choice of normal or fast, we recommend that you save the fast level until you have completed the game at normal speed- believe us, it's fast enough on that level.

## PLAYING ZOOL

Once you are happy with all the options, pressing the Fire button will take you from the Options Screen to the Main Screen. From here you press fire again to begin the game.

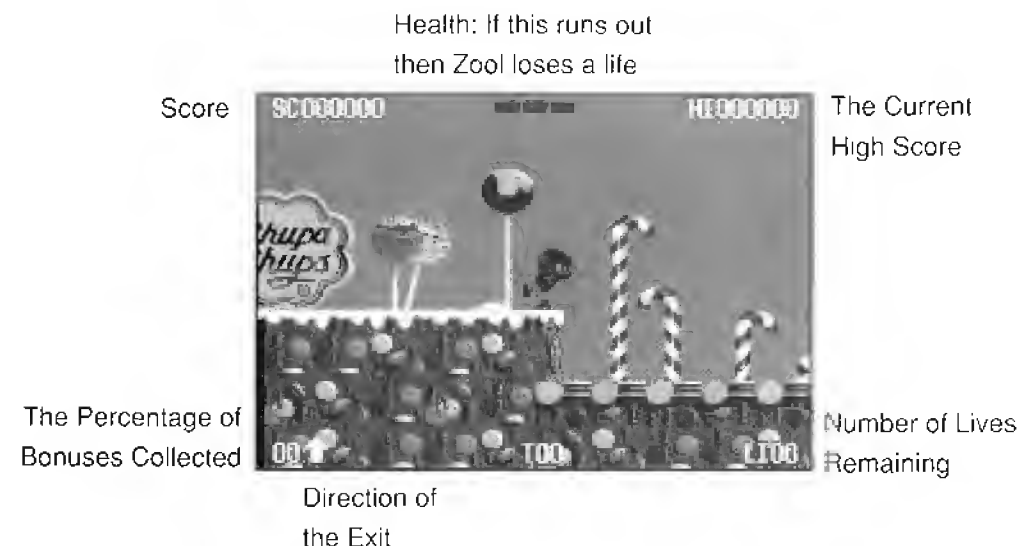
All of Zools actions are controlled by using the joystick. He's a very versatile character, but after a couple of tries, controlling Zool is simplicity itself.

## Joystick Controls



## THE MAIN PLAYING SCREEN

Once the game has begun, the Main Playing Screen will look something like this:



## RESTART POINTS:

On each level there are a number of restart points to be found, and if these are triggered, then you will begin your next life from the restart point. They are not easy to spot at first, but you will soon be using them automatically. Each one needs to be punched in order to be triggered. On each of the levels, they are:

**Sweet World:** A sign. Punch them, and the jelly bean will change colour.

**Fruit World:** A half buried banana. The top of the banana will change when they are punched..

**Music World:** A half buried remote control. Punch it, and one of the buttons will change colour.

**Toy World:** A sign similar to those on the Sweet World.

**Funfair World:** Again, a sign.

**Tool World:** A short stumpy piece of wood with a nail sticking out. Hitting them will cause the nail to change position.

### BONUS HEARTS

Occasionally, when you destroy an enemy, a small heart will appear and start to fly skywards. If Zool can grab it, then he will boost his health.

### THE WEAPONS AT ZOOL'S DISPOSAL

Throughout each level, Zool will find weapons that will, if only temporarily, assist him in his mission. They take the form of:

**Bomb.** This smart bomb will destroy any enemy on the screen when Zool collects it.

**Twozool:** This bizarre weapon will split Zool in two, creating a shadow Zool which will follow the actions of the real Zool. This allows Zool to fire twice as many bullets as usual, and get around in a much niftier manner. Will wear off after a short time.

**Jumping Zool:** Just the thing when Zool needs to scale the heights and there's no other convenient method. Again, this one will wear off after a certain amount of time has elapsed.

**Shield:** This will give Zool a limited period of invulnerability. Use these carefully, as they are generally situated close to an area where they will prove very useful.

**Time Bonus:** Just when it seems that Zool's going to be beaten by the clock, one of these little goodies could prove the saviour of the day.

**1UP:** Will give Zool an extra life. Very useful.

### OVER 'N' OUT!

That's about all you need to know to play Zool, but it isn't everything you will learn. There are many many things to be discovered, including four hidden bonus levels featuring... well, we will let you find them for yourself. It's a voyage of discovery, and often you will find that everything is not as it seems. Walls that aren't walls and speakers that aren't speakers just for

starters. So, don't hang about, the timer's already running down, just get going and prepare to Ninja your way back to the Nth Dimension. **Good Luck!**

### THE BAD GUYS

It's not going to be an easy journey for Zool what with the various geographical hazards to be encountered. And that's before you even begin to think about all the strange enemies to be faced. Of course, if we gave you details of all the strange creatures you will encounter we would be giving too much away. Just to whet your appetite, however, here's some of the strange menaces you will be mixing with.

#### SWEET WORLD

**Bumble Bee:** These huge beasties take to the air and then home in on Zool. Don't leave them for too long though, as new ones are generated all the time, and before you know it, Zool has five or six on his tail.

**Jelly:** These nasties are everywhere. Fortunately they're not too hard to destroy, and a quick kick, punch, jump or missile will see them off.

**Dodgy Jelly:** Similar to a normal jelly, only this one homes in on you.

**Sweet Beastie:** These beasties are fairly rare, which is lucky because they are the meanest critters you will come across in the Sweet World. These not only get in your way, but will launch a whole load of projectiles at you at any given opportunity.

**End of Level Beastie:** The Hum-bugger

#### THE MUSIC WORLD

**Walking Drums:** Not the easiest enemy to defeat by any stretch of the imagination. These guys, as well as being impervious to bullets, actually bounce them off at an angle, making them more dangerous for Zool!

**Violins:** Armed with an infinite supply of bows, the violins will follow you around and fire their bows at you. Difficult to destroy because they're impossible to get near.

**Cymbals:** Whizzing round the screen as they go, bumping into one of these could give Zool more than just an ear bashing.

**End of Level Beastie:** Jimmie's Killer Guitar

### THE FRUIT WORLD

**Pomegranite Volcano:** They may look harmless, but when they begin to spray pips in every direction at every speed, it's time for Zool to head the other way.

**Carrots:** Spitting carrot shrapnel at Zool is just about the nicest thing these mutants do.

**Flying Pea Pods:** Hurtling across the sky at incredible s-pea-ds, these not very stealthy bombers could deal Zool a nasty surprise.

**End of Level Beastie:** Banana and Alarm Clock

### TOOL WORLD

**Drills:** Emerging from walls and then retreating just as fast and unexpectedly, Zool can use these to benefit. How? You'll just have to find that one out yourself.

**Saws:** Slice and Dice! Emerging from the ground when you least expect them, these could catch Zool when least expected.

**Chain Saw:** Hacking through the air as it goes, contact with this meanie could leave Zool with a **splitting** headache. (Sorry. Bad Pun.)

**End of Level Beastie:** Giant Driller Killer.

### TOY WORLD

**Tanks:** These armour clad killers fire enormous missiles at Zool. They are not as indestructible as they look, however.

**Bouncing balls:** All colours and all sizes, these rebounding rogues will cause Zool many an injury.

**Paper Aeroplanes:** Created in the school classrooms, these state of the (origami) art bombers can cause some tricky situations.

**End of Level Beastie:** Maxie the Robot.

### FAIRGROUND WORLD

**Toffee Apples:** These mutant toffee apples are only too happy to share their toffee with Zool. The only thing is, it's still red hot, and not exactly digestible. Avoid.

**Popcorn Bags:** More goodies for Zool to savour, but again it's not exactly the sort of goodies he would like. This popcorn does more than pop.

**Hammers:** Anyone who needs telling that a blow from one of these is bad for you deserves hitting. Try not to destroy them, as they will prove useful. It'll need some figuring out to know exactly how, though.

**End of Level Beastie:** The unmentionable indescribable Two Eyed Thing. No one who has seen this horror has lived to tell the tale. Will Zool?

### ANY PROBLEMS?

If you have problems loading Zool, then return it to your retailer, or to Gremlin Graphics at the address on the packaging. If you have any questions relating to the game, then the Gremlin Graphics Helpline is available between the hours of 2.00 and 4.00 U.K. time Monday to Friday, on 0742 753 423.

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